

TOPCOM[®]

DIABLO 150/TWIN/ TRIPLE/QUATTRO



USER GUIDE

1.3



Important

To use 'Caller ID' (display caller), this service has to be activated on your phone line. Normally you need a separate subscription from your telephone company to activate this function. If you don't have the Caller ID function on your phone line, the incoming telephone numbers will NOT be shown on the display of your telephone.

This product is in compliance with the essential requirements and other relevant provisions of the R&TTE directive 1999/5/EC.
The Declaration of conformity can be found on :

<http://www.topcom.net/support/cedclarations.php>

To be connected to the public analogue telephone network.

The CE symbol indicates that the unit complies with the essential requirements of the R&TTE directive.

The features described in this manual are published with reservation to modifications.

Safety Instructions

- Only use the charger plug supplied. Do not use other chargers, as this may damage the battery cells.
- Only insert rechargeable batteries of the same type. Never use ordinary, non-rechargeable batteries. Insert rechargeable batteries so they connect to the right poles (indicated in the battery compartment of the handset).
- Do not touch the charger and plug contacts with sharp or metal objects.
- The operation of some medical devices may be affected.
- The handset may cause an unpleasant buzzing sound in hearing aids.
- Do not place the basic unit in a damp room or at a distance of less than 1.5 m away from a water source. Keep water away from the handset.
- Do not use the telephone in environments where there is a risk of explosions.
- Dispose of the batteries and maintain the telephone in an environment-friendly manner.
- As this telephone cannot be used in case of a power cut, you should use a mains-independent telephone for emergency calls, e.g. a mobile phone.
- This telephone uses rechargeable batteries. You have to dispose of the batteries in an environment friendly manner according to your country regulations.

Disposal of the device (environment)



At the end of the product lifecycle, you should not throw this product into the normal household garbage but bring the product to a collection point for the recycling of electrical and electronic equipments. The symbol on the product, user guide and/or box indicate this.

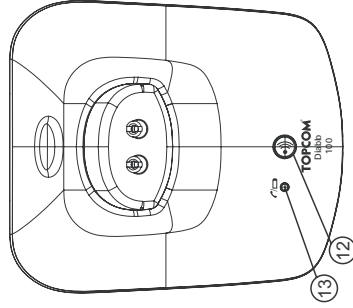
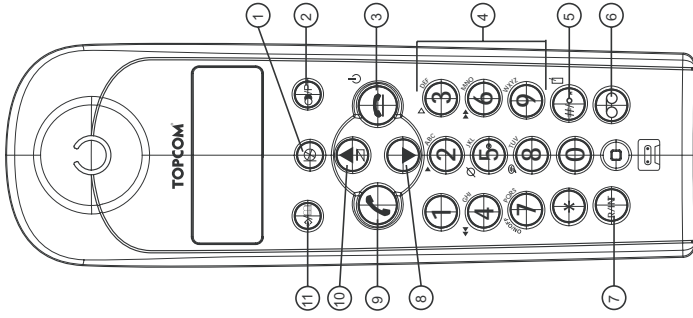
Some of the product materials can be re-used if you bring them to a recycling point. By re-using some parts or raw materials from used products you make an important contribution to the protection of the environment. Please contact your local authorities in case you need more information on the collection points in your area.

Cleaning















Clean the telephone with a slightly damp cloth or with an anti-static cloth. Never use cleaning agents or abrasive solvents.

1 Buttons (see folding page for the picture)

1. Mute button
2. Redial / Pause button
3. On hook/Power off button
4. Numerical buttons
5. Key lock
6. Answering machine button
7. Flash R/ INT
8. Scroll Down
9. Off-hook button
10. Call log/Scroll Up
11. Program/Memory button
12. Paging button (to retrieve the handset)
13. Charge indicator/ On line (LED)

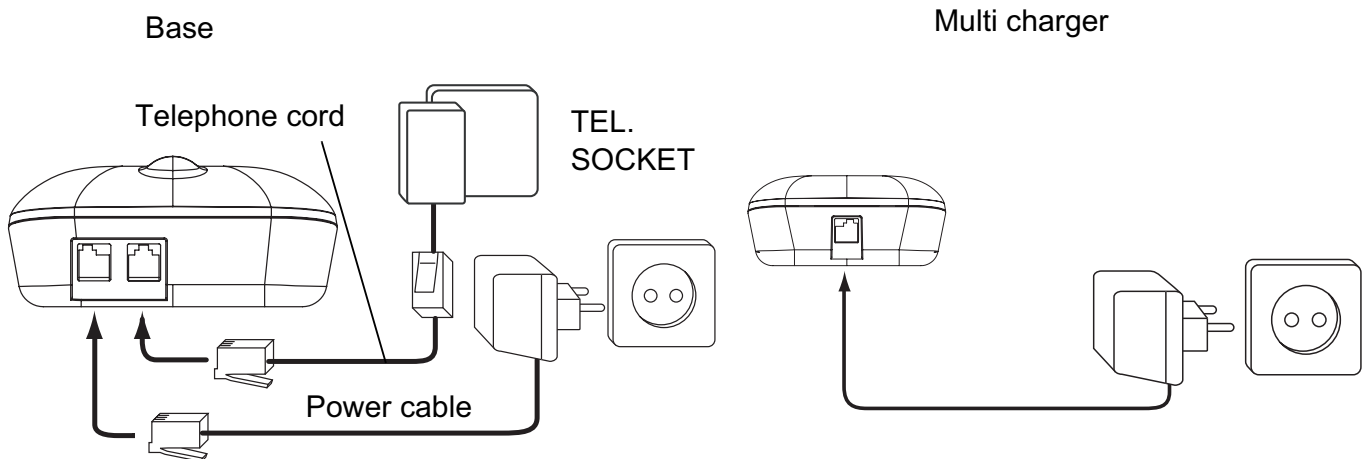


2 Display

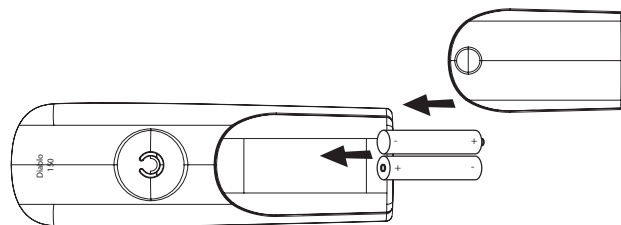
| | | | |
|---|--|---|--|
|  | You are online INT = Internal communication EXT = External communication |  | There are more digits on the left |
|  | New numbers in call list |  | There are more digits on the right |
|  | Rechargeable battery level indicator |  | Program mode |
|  | The antenna indicates the quality of reception The antenna blinks when the handset is out of range! |  | There are new messages in your voice mail |
| | |  | - Steady = Answering machine ON - Blinking = New messages |
|  | Microphone is muted | - x - | x = handset number |
|  | Memory records are being retrieved or set up | hh:mm | Time: hh = hours, mm = minutes |
|  | The keypad is locked |  | Answered calls |
| | |  | Unanswered calls |



3 Installation

- Plug one end of the phone cable into the phone unit and the other end into the telephone line wall socket. ➔ Connect the small plug of the AC adaptor to the phone and the other end of the adapter cable to the electric socket.



- Insert 2 rechargeable batteries (AAA) inside the battery compartment of the handset..



Put the handset on the base unit. The red Charge LED  will lit as long as the handset is on the base. Charge the handset for a period of 24 hours before using the handset for the first time. To extend the battery life time, discharge the batteries completely from time to time. As soon as the handset emits a warning tone or when the battery icon  is empty, you have to put it back on the base unit for charging.

4 Battery low indication

When the battery is empty, the handset no longer carries out operations. When a battery is completely empty and you have put the handset on the base unit for a short period of time, the Battery symbol will appear to be fully charged but this is actually not the case. The battery capacity will decrease rapidly. We advise you to put the handset on the base unit for 12 hrs so that it can be recharged completely:




 Full battery  Empty battery

When you are in the middle of a conversation and the battery is almost empty, the handset will emit a warning signal. Place the handset on the base unit to charge.




5 Operation

5.1 Outgoing calls






5.1.1 Making a phone call or redialing the last number

Press the Off-hook button . You will hear the dial tone. → Enter the desired telephone number or press the Redial key  to dial out the number you last called. → Press the on-hook button  when you want to terminate the call.


5.1.2 Call setup with dial preparation

Enter the desired telephone number. An incorrect number can be corrected by means of the Mute  button. → Press the Off-hook button . The number will be dialled automatically. → Press the On-hook button  when you want to terminate the call.

5.1.3 Redial one of the last 5 numbers dialled






Press the Redial key . The number you last called appears on the display. If you would like to dial one of the last 5 numbers dialled, press the scroll keys   a few times until the desired number appears on the display. → Press the Off-hook key . → The number shown on the display is dialled automatically. → After finishing your call, press the On-hook key  to hang up.

5.2 Incoming calls

When a call comes in, the handset will start to ring. → Press the Off-hook button  to answer the incoming call. To end the call press the On-hook button.

5.3 Programming memory numbers






You can program 10 indirect numbers (of max. 24 digits) in the phone's memory.

Press the Memory  button short. The first entry will be shown on the display → Press and hold the Memory button  until the -icon appears on the display. → Enter the location (0-9) where you want to store the telephone number under. → Enter the telephone number you wish to store. → Press the Memory button  again to confirm. → You will hear a confirmation tone and the next entry will appear. To leave the memory programming, press the on-hook  button.



If you wish to insert a pause, press the Redial/Pause button  on the location where you want a pause of 3 sec.






5.4 Calling a memory number

Press the Memory button  → Scroll with the Up/Down keys   to the entry you want to dial (0-9). → Press the Off-hook button . The memory number will be dialled automatically. → Press the On-hook button  to terminate the call.


5.5 Direct access memory (Key 1,2,3)

The product has 3 locations (Key '1', '2' and '3') where you can store a number under and dial it by pressing and holding one of these keys in standby. The phone will automatically take the line and dial the number which is stored under this key.



5.5.1 Programing the direct memory keys

Press the Memory  button short. Press and hold the Memory button  until the -icon appears on the display. Press and hold one of the 3 direct memory keys (Key 1,2 or 3) where you want to store the number under until 'Sx - _' appears. → Enter the telephone number you wish to store. → Press the Memory button  again to confirm. → You will hear a confirmation tone and the next entry will appear. To leave the direct memory programming, press the On-hook button .


5.6 Mute function

It is possible to deactivate the microphone during a conversation. Now you can speak openly without being heard by your correspondent. Press the Mute button  during a conversation. to deactivate or activate the microphone.

5.7 Setting the volume

During a conversation you can set the volume by pressing the scroll button  . You can set the volume between 1-5.


5.8 Paging

When you press the Paging button  on the base unit, the handset emits a ringing signal for 20 seconds. This signal helps you find a lost handset. Press any key to stop the ringing on all handsets.

5.9 Flash button (R)




When you press the **R** button, also called flash or recall, the unit generates a line interruption (of 100 ms or 250 ms). It gives you the possibility to use the special services of your telephone provider and/or to transfer calls when you have a telephone exchange. You can change the flash time if needed (See "Setting the Flash time" on page 6).

5.10 Turning handset ON/OFF

Press  and hold to turn off.






Press  for 2 seconds to turn back ON.

5.11 Programming procedure

You can change the ring melody, volume, day, time etc... by going into the program procedure: To go into the program procedure you have to press and hold the Program button  until the icon  starts to flash. → Press the Program button again to change the first setting. Each time you press the Program button  you will confirm the previous setting and jump to the next setting:

External ring volume/melody → *Internal ring volume/melody* → *Date/time setting* →
Dial mode setting → *Flash time setting* → *Base ring volume/melody*

5.11.1 Handset External melody and volume

Press and hold the Program button  until the icon  starts to flash. → Press the Program button again, the external melody is heard and the **EXT**-icon is flashing. → Select the desired melody (1-5) by entering a number (1 - 5). → Use the scroll keys   to select the desired volume (Off or 1-5) → Press  again to confirm the setting and to go to the next setting below.

5.11.2 Handset Internal melody and volume

The internal melody is heard and the **INT**-icon is flashing. → Select the desired melody (1-5) by entering a number (1 - 5). → Use the scroll keys ▲ ▼ to select the desired volume (Off or 1-5) → Press ↵ again to confirm the setting and to go to the next setting below.

5.11.3 Date time setting

After setting the internal ring melody and volume you can set the date and time:

DD-MM HH:MM (DD= day, MM=month, HH=houre and MM=minutes)

Enter the date and time using the number key. The flashing cursor can be moved by the scroll keys ▲ ▼. → Press ↵ again to confirm the setting and to go to the next setting below.

5.11.4 Setting the Dial mode

After setting the date/time you can set the dial mode. There are two types of dialling mode:

- 1 - DTMF/Tone dialling (the most common) (default)

OR

- 2 - Pulse dialling (for older installations)

Press '1' or '2' and press ↵ again to confirm the setting and to go to the next setting below.

5.11.5 Setting the Flash time

After setting the Dial mode you can set the flash time. There are two flash times:

- 1 - 100ms

OR

- 2 - 250 ms

Press '1' or '2' and press ↵ again to confirm the setting and to go to the next setting below.

5.11.6 Base melody and volume

The base ringer is heard. → Select the desired melody (1-5) by entering a number (1 - 5). → Use the scroll keys ▲ ▼ to select the desired volume (Off or 1-5) → Press ↵ again to confirm the setting and to go back to standby.

5.12 Keypad lock

When the keypad is locked, pressing any key will have no effect during standby (except holding the ✎ key).

Press and hold the ✎ key. → ✎ appears on the display and the keypad is locked. → Press twice the ✎ key again to un-lock the keypad

6 Caller-ID function (CLIP)

The Topcom Diablo displays the telephone numbers of incoming calls. This function is only possible if you are subscribed to a telephone operator that provides this service. Contact your telephone provider for more information. When you receive a call, the numbers are saved in a Call list. This list can hold 10 telephone numbers (each of max. 20 digits). If the number is longer then 12 digits, you can press the program ↵ key to show the other digits!


6.1 New calls

When you've received a new unanswered call, the CLIP symbol 📞 will blink on the display.



6.2 Consulting the Call list

Press the Call Log button ☑. The last received call is shown on the display. If the list is empty, '-----' is shown on the display. For answered calls the 📞-icon appears and unanswered calls the 📞-icon appears → Press the program ↵ key to show the other digits (if longer then 12) or to show the date and time. → Use the scroll keys ▲ ▼ to scroll to the previous call. When you reach the top or bottom of the list an error tone will be sounded → You can leave the Call list by pressing the on-hook 📞 button.





6.3 Calling a number from the Call list

Scroll through the Call list until the desired number is shown on the display. → Press the Off-hook button . The number will be dialled automatically.

6.4 Erasing one or all number from the Call list

Scroll through the Call list until the desired number is shown on the display. → Press the Mute button  short to erase the current entry or press and hold the Mute button  for 3 sec. to erase the complete call list.

6.5 Store a number from the call log into the memory

Scroll through the Call list until the desired number is shown on the display. → Press and program button  for 3 sec. → The memory will be shown and you can scroll through it with the scroll keys   to see which entry is still empty (0-9) → Enter the memory location (0-9) where you want to store the number. → Edit the number if needed and press the program button  again to confirm and to go back to standby.

7 Register a handset


7.1 Register to a Topcom Diablo base


You can subscribe 5 handsets to one base unit. By default, each handset is subscribed on the base unit upon delivery.

You only need to subscribe the handset if:

- The handset subscription has been removed from the base unit (e.g. for reinitialisation)
- You want to subscribe a different handset to this base unit.

The below procedure is only applicable to a Topcom Diablo handset and base unit!!

Keep the Paging key on the base unit pressed for 10 seconds until the Line/Charge indicator on the base unit begins to blink rapidly. The Line/Charge indicator  will blink rapidly for one minute. During this minute, the base unit is in register mode and you must do the following to subscribe the handset:

Press and hold the Program  key for 6 sec until there is a '-' scrolling on the screen from left to right. The handset is now searching for the base. When a base is found the handset will ask to enter the pin-code 'P1-'. Enter the base pin code (0000). If the pin is wrong, the handset will restart the searching for the base. → When the handset is registered, it will show the handset number followed by the time.

8 Call transfer and Intercom between two handsets




These functions only work when more than one handset (like a Twin/Triple/Quattro version) is registered to the base!



8.1 Call transfer and conference call during an external call

During an external call, press and hold the INT key until INT appears. Press the number (1-5) of the other handset. → The other handset will start to ring:

- When the other handset takes the line you can talk internally.
If you hang up, the external line will be connected with the other handset.
If you press the '#'-key you can talk with the 2nd handset and external line at the same time (conference call)
- Or press and hold the INT key again to return to the external call.

Press the On-hook button  to end the call.

8.2 Internal call (intercom)

In standby press and hold the INT key until **INT** appears . Enter the number (1-5) of the other handset.
 → The other handset will start to ring. → If the other handset answers the call by pressing the Off-hook button  you can talk internally. → Press the On-hook button  to end the call.

9 Answering machine

The Diablo has a built-in digital answering machine with a recording capacity of 11 min. The answering machine can be operated from the handset and remotely. It features the possibility of recording two outgoing messages (OGM 1 and OGM 2) (maximum of 3 min).



There are 2 possibilities:

- With OGM 1, the caller has the possibility to leave a message
- With OGM 2, only the outgoing message is given without the caller having the opportunity to leave a message

An internal voice will state various information, such as day and time of the call, as well as settings such as Security code, ringer tones,... The language of the internal voice is depending from the country sold (English or German).


The max. recording time for each incoming message = 2 min.

9.1 Display



The TAM icon  will appear when the answering machine is turned ON. It's starts flashing if new messages have been received (regardless of the answering ON/OFF mode). If the answering machine is switched Off, the  icon will not appear.


The  icon will flash fast if the internal memory is full and no new messages can be recorded.

When entering the answering machine mode (see below) the display will show the following if:



- If no new messages are received: '-----' and a flashing -icon.
- If new messages are received the unit will start playing the messages and show ' -NN- -MM- '. NN = total of messages and MM= number is message currently played.

9.2 Entering the Answering controle mode


To start operating the answering machine you have to press the answering machine key . If you have new messages the messages will be played to the handset. If all new messages are played the new messages can be deleted if  is pressed within 8 seconds of the end of the last message.

To leave the answering controle mode, press the -key again. In no instruction is received for 8 seconds, the unit shall return to idle.

Following functions are available under each numerical key:

- '1' To hear main menu
- '2' Play all messages ►
- '3' Play new messages ▷
- '4' Skip back during message playback ◀◀
- '5' Deleting messages ∅
- '6' Skip forward during message playback ►►
- '7' Set answer On or Off
- '8' Hear the outgoing message menu 
- '9' To set the security code
- '0' To set the day
- '*' Set the answering delay
- '#' To record a memo 

9.2.1 Turning Answering Machine On/Off

If the answering machine is On, the -Icon appear on the display in standby (or blink when there are new messages) and the machine will automatically pick up the line after a number of rings (see 9.2.2 "Setting Number of Rings" on page 9). To turn it On or Off, press '7'.

Even if the answering machine is Off, it will automatically pick up after 10 rings to enable remote activation (see 9.4 "Remote operation" on page 10)

9.2.2 Setting Number of Rings

The number of rings after which the answering machine will answer calls can be set from 2 – 9 and TS (Toll saver). The standard setting is 6 rings. In Toll saver mode, the machine will answer after 6 rings if there are no new messages, and after 2 rings if there are new messages. If there are no new messages and you call your machine to check your messages remotely (see 9.4 "Remote operation" on page 10), you can hang up after the 2nd ring. You do not need to pay connection fees and you know that you do not have any new messages.

To check the actual number of rings, press the '*'-key twice. A voice will playback the current number of rings.

Press the '*' key followed by the '#'-key to set the number of ringing tones. Enter the number of ring you want (2-9) or press '1' for Toll saver.

9.2.3 Day setting

Press '0' followed by '*' to hear the actual day.

Press '0' followed by '#' to set the day. Enter the day '1= Sunday, 2= Monday...7= Saturday'

If the day is correctly entered, the unit will announce the new setting.

9.2.4 Memory Full

If the memory is full, the answering ON/OFF icon will flash on the display rapidly (0,5 sec. ON/OFF). If the answering machine is turned On and a call comes in, the machine will automatically play OGM 2 (answering machine function without recorded caller message).

When listening to the messages, the internal voice will announce that the memory is full and then play back the messages.

Erase some or all the messages after listening to them. The memory is free again.

9.2.5 Programming the security Code

The security code is a 3-digit code used to operate the machine remotely (see 9.4 "Remote operation" on page 10). The security code is set to '123' by default. You can hear the current security code by entering '9' followed by the '#'-key.

To set a new security code press '9' + '*'. Enter the new code (3 digits) after the tone and confirm with the '#'-key.

9.2.6 Recording and selecting a Outgoing message

Press '8' to enter the outgoing message menu. The following options are available:

- '1' To hear main menu
- '2' To play current set OGM
- '3' To record OGM 1
- '4' To record OGM 2
- '5' To select OGM 1
- '6' To select OGM2
- '8' To hear OGM menu again

9.3 Operation

If a call is received and the answering machine is turned ON, the answering machine will automatically answer the call after the set number of rings.

If outgoing message 1 has been selected, the message will be played, a beep will be heard and the caller can leave a message (max. 3 minutes).

If outgoing message 2 has been selected, after the beep, the line will automatically be disconnected. The caller doesn't have the possibility to leave a message.



If, during pick-up, nothing is said for 8 seconds, the line will be automatically disconnected.

9.3.1 Call screening

This function is convenient if you only want to answer certain calls. During incoming call it is possible to screen the call and hear who is calling. You can hear the outgoing message and the caller who is leaving a message by pressing the Answering machine key....

9.3.2 Recording a Memo

A memo is considered as an incoming message that can be picked up later by the user. The max. recording time for a memo is 3 minutes.

Press the Answering machine key OO and P . Start speaking after the tone and press '#' to stop the recording.

9.3.3 Playback of Incoming Messages and Memos

Press the Answering machine key to enter the Answering mode.

Press \blacktriangleright to play all the messages and memos.

Press \blacktriangleright to play only the new messages and memos.

For each message, the internal voice announce the day and time when the message was recorded.

During playback, you can:

Go to the beginning of the current message by pressing \blacktriangleleft once.

Go to the previous message by pressing \blacktriangleleft twice.

Interrupt playback by pressing \blacktriangleright . Press \blacktriangleright again to restart playback.

Go to the next message by pressing \blacktriangleright .

9.3.4 Deleting Messages

a. Deleting one by one during playback

Start message playback as explained above.

During playback of the message to be erased starts, press \emptyset .

The machine will start playing the next message.

b. Deleting all messages

After you have listened to all messages, the internal voice will ask you to delete all the messages.

Press \emptyset to confirm. After pressing delete, the internal voice confirms that all the messages have been deleted.

9.4 Remote operation

The answering machine can be operated remotely using a touch-tone phone (DTMF tone selection system).

The remote control is menu operated.

9.4.1 To enter the remote operation

- Call your machine.
- The answering machine picks up the line, you hear the outgoing message and a beep.
- After the beep, press '*' long. The unit will ask to enter the VIP code.
- Slowly dial the Security code (default 123).
- If the Security code is incorrect, the unit will confirm and ask you to re-enter. If the Security code is correct and the unit has new messages, it will start to pronounce the amount of new messages and also play them. When all messages are played, the unit will ask you to press '5' to delete current played messages, or '1' to hear main menu.
- If the unit doesn't have any new messages, it will say so and ask you to press '1' for main menu.

10 Troubleshooting

| Problem | Possible cause | Solution |
|--|--|--|
| No display | Batteries not charged | Check the position of the batteries |
| | | Recharge the batteries |
| No dialling tone | Telephone cable not properly connected | Check the connection of the telephone cable |
| Volume of conversation partner too low | | Adjust the volume during the conversation by pressing the volume key |
| Handset ringer volume too low | | Adjust the ringer volume |
| Not possible to dial a number | Wrong dial mode | See "Setting the Dial mode" on page 6 |

11 Technical Data

| | |
|----------------------------------|--|
| Range: | up to 300 m in open space up to 50 m in buildings |
| Dialling options: | DTMF (tone) and Pulse |
| Batteries: | 2 x 1.2V, 550 mAh AAA Type NiMH rechargeable |
| Max. standby time: | approx. 100 hours |
| Max. talk time: | 10 hours |
| Ambient temperature: | +5 °C to +45 °C |
| Permitted relative air humidity: | 25 to 85 % |
| Power supply base adapter: | 220/230V , 50 Hz |
| Memories | 10 indirect with max. 25 digits |

visit our website
www.topcom.net

U8006635